REMARKS

The above-referenced patent application has been reviewed in light of the Office Action of December 17, 2003. Reconsideration of the above-referenced patent application in view of the amendments and remarks is respectfully requested.

Claims 2, 4-9, 13, 14 and 16-19 are pending in the above-referenced application. Claim 3 has been cancelled. Claims 4, 14, 16, 18 and 19 have been amended.

RESPONSE TO 35 U.S.C. §103 REJECTION

The Examiner rejected claim 18 under 35 U.S.C. §102(e) as being anticipated by Rivard et al. (U.S. Patent No. 6,300,953). This rejection of these claims on this basis is traversed. Rivard fails to teach, as claimed in claim 18. In particular, Rivard fails to teach or suggest "processing neighboring pixels of a primitive sequentially in accordance with a span based polygon rasterization scheme."

As noted in the present invention on page 38, first paragraph:

> "Bilinear interpolation requires up to four texels be blended in order to render one pixel. *If all the pixels in a small spatial square of the primitive are processed sequentially followed by the pixels by the next small spatial square, the four texels required for each neighboring pixel have tremendous overlap.* This enables a small texture cache store and reuse the most recently used texel data for neighboring pixels over and over. This small texture cache allows the reduction of random access data needed from external memory from four texels per pixel to less than or equal one texel per pixel." (Emphasis added.)

No where does Rivard teach or suggests processing primitives sequentially followed by the pixels by the next small spatial square. Consequently, overlap is minimal and the texture cache cannot store and reuse the most recently used texel data for neighboring pixels.

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RESPONSE TO 35 U.S.C. §103 REJECTION

The Examiner rejected claims 1-9, 13, 14, 16-17 and 19 under 35 USC 103(a) as anticipated by Gannett (U.S. Patent No. 5,790,130).

In particular, Applicant respectfully disagrees with the Examiner's assertion. In particular, Gannett fails to teach or suggest a "span based polygon rasterization scheme so neighboring pixels of a primitive will be processed sequentially" as claimed. In particular, the passages cited by the Examiner (column 16, lines 59-65) fail to teach or suggest this aspect. Gannett merely alludes to processing neighboring pixels of a primitive. *The pixels the Examiner asserts are processed sequentially are not part of a small spatial square of the primitive followed by the pixels by the next small spatial square as in the claimed invention.* Thus the four texels required for each neighboring pixel do not have a large amount of overlap for a small texture cache to store and reuse the most recently used texel data for neighboring pixels over and over.

CONCLUSION

In view of the foregoing, it is respectfully asserted that all of the claims pending in this patent application are in condition for allowance.

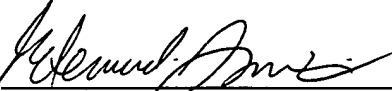No additional fees are required for claims.

The required fee for a <u>three</u> month extension of time is enclosed. Should it be determined that an additional fee is due under 37 CFR §§1.16 or 1.17, or any excess fee has been received, please charge that fee or credit the amount of overcharge to deposit account #02-2666.

If the Examiner has any questions, he is invited to contact the undersigned at (310) 252-

7605. Reconsideration of this patent application and early allowance of all the claims is

respectfully requested.

Respectfully submitted,
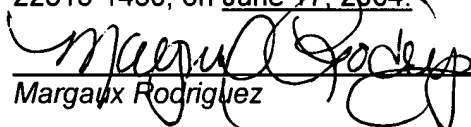
BLAKELY, SOKOLOFF, TAYLOR, & ZAFMAN LLP

Dated: <u>February 24, 2004</u>   By _____

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Margaux Rodriguez   June 17, 2004